



ABILITY SCORE							TOTAL							MOD							BASE							ENHANCE							MISC							TEMP						
STR							8							-1							8																											
DEX							12							1							12																											
CON							13							1							13																											
INT							16							3							16																											
WIS							10							0							10																											

HITPOINTS														CLASS RECORDER																		
CURRENT HP							HP GAINED			HD			CLASS NAME				BAB		SKILL		FC HPS		FORT		REF		WILL		LEVELS			
							56			7			Rogue				5						2		5		2		7			
NONLETHAL																																
HP DAM																																
TEMPORARY																																
HP																																
TOTAL HP							56			FAVORED CLASS			Rogue				TOTALS		5		0		0		2		5		2		7	

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		EXPERIENCE			/				
		SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>					
SPEED					BASE	FLY	SWIM	CLIMB	MISC
INIT	1	=	1	DEX MOD	+		MISC MOD		
HERO									
SR		DR							
RESISTANCES									

Weapon Name & Description		Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes
MW Dagger	+5	1d4-1	19-20/x2	10	P			

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BAGS & CONTAINERS

%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

%	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
15.0	0.0	0.0		15.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
27	53	80		80	160	400
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	